Mobile app testing peculiarities checklist			
Cross-platform testing			
No	Description	Passed/Failed	Comment
1.	The app behaves as designed/desired on different operating systems:		Selected based on the mobile operating system market share worldwide dated 18 September 2023 (https://gs.statcounter.com/os-market-share/mobile/worldwide)
	Android		
	iOS		
2.	The app behaves as designed/desired on different operating systems' versions:		
	Android:		Selected based on the mobile & tablet Android version market share worldwide dated 18 September 2023 (https://gs.statcounter.com/os-version-market-share/android/mobile-tablet/worldwide)
	13.0		
	12.0		
	11.0		
	10.0		
	9.0 Pie		
	8.0 Oreo		
	iOS:		Selected based on the iOS version market share worldwide dated 18 September 2023 (https://gs.statcounter.com/ios-version-market-share)
	iOS 16.6		
	iOS 16.5		
	iOS 16.3		
	iOS 16.1		
	iOS 15.7		
	iOS 16.2		
3.	The app behaves as designed/desired on different screen resolution stats:		Selected based on the mobile screen resolution stats share worldwide dated 18 September 2023 (https://gs.statcounter.com/screen-resolution-stats/mobile/worldwide)
	360 x 800		
	390 x 844		
	414 x 896		
	393 x 873		
	412 x 915		
	36 x 780		
4.	The app behaves as designed/desired on different types of iOS devices:		Selected based on the global top 10 best performing iOS devices in August 2023 (https://www.antutu.com/en/doc/130213.htm)

	iPhone 14 Pro		
	iPhone 14 Pro Max		
	iPhone 14 Plus		
	iPhone 13 Pro Max		
	iPhone 13 Pro		
5.	The app behaves as designed/desired on different types of Android devices:		Selected based on the global top 10 best performing Android devices in August 2023 (https://www.antutu.com/en/doc/130214.htm)
	Nubia Red Magic 8 Pro		
	Asus ROG Phone 7		
	Xiaomi 13		
	Samsung Galaxy S 23+		
	Xiaomi 13 Pro		
6.	The app behaves as designed/desired if the device is tilted (landscape/portrait mode)		
	Interrupt testing		
7.	The app behaves as designed/desired if there is an incoming call		
8.	The app behaves as designed/desired if there is an outcoming call		
9.	The app behaves as designed/desired if there is an incoming SMS		
10.	The app behaves as designed/desired if there is an outcoming SMS		
11.	The app behaves as designed/desired if there is an incoming MMS		
12.	The app behaves as designed/desired if there is an outcoming MMS		
13.	The app behaves as designed/desired if the charger is connected		
14.	The app behaves as designed/desired if the charger is disconnected		
15.	The app behaves as designed/desired if the USB cable is connected		
16.	The app behaves as designed/desired if the USB cable is disconnected		
17.	The app behaves as designed/desired if the SD card is connected		
18.	The app behaves as designed/desired if the SD card is disconnected		
19.	The app behaves as designed/desired if the player is turned on		
20.	The app behaves as designed/desired if the player is turned off		
21.	The app behaves as designed/desired if the device goes to sleeping mode		
22.	The app behaves as designed/desired if the device resumes from sleeping mode		
23.	The app behaves as designed/desired if a local message is coming from another app (think of: calendar reminders, to-do task etc.)		
24.	The app behaves as designed/desired if a push message is coming from another app (twitter mentions, whatsapp/Telegram/Viber/Facebook message)		

25.	The app behaves as designed/desired if the "Battery low" message is pushed		
26.	The app behaves as designed/desired if external devices (headphones, Apple Watch, etc.) are connected		
27.	The app behaves as designed/desired if external devices (headphones, Apple Watch, etc.) are disconnected		
28.	The app behaves as designed/desired if the device resumes from lock screen		
29.	The app behaves as designed/desired if the sound on the device is turned off		
30.	The app behaves as designed/desired if the device is in airplane mode		
	Connectivity testing		
31.	The app behaves as designed/desired if connected to the internet through Wi-Fi		
32.	The app behaves as designed/desired if connected to the internet through mobile data		
33.	The app behaves as designed/desired if connected to the internet through Personal Hotspot		
34.	The app behaves as designed/desired if the app is out of network reach NOTE: also test on point of break for Wi-Fi and Personal Hotspot connection		
35.	The app resumes working when it gets back into network reach from outside reach of the network		
36.	Update transactions are processed correctly after re-establishing connection		
37.	The app behaves as designed/desired when the internet connection is off and network connectivity is low		
38.	The app behaves as designed/desired when the internet connection keeps fluctuating		
39.	The app still works correctly when tethering or otherwise connected to another device		
40.	The app behaves as designed/desired if the app switches between networks (Wi-Fi, 5G, 4G, 3G, 2G)		
	Security testing		
41.	The app behaves as designed/desired if permissions (access to camera/microphone/gallery/etc.) are used		
42.	If the app is stopped at an unexpected time, user data should be saved locally and available at start-up		
43.	The app has proper rules and mechanisms in place to authenticate users on the platform		
44.	User data (personal data and photos, passwords) are not transmitted in the clear		
45.	The confidential data of the user is not accessible to other users on the platform		

46.	In the fields where an user enters a password and confirms the password, the data is hidden by asterisks		
47.	The app has a proper mechanism in place to recover forgotten passwords		
48.	The deactivated users and users entering old passwords are not allowed to log in		
49.	The app can fight against brute force attacks, SQL injection attacks		
50.	Face identity or fingerprint verification behaves as designed/desired		
	Performance testing		
51.	The app behaves as designed/desired when the device is charging		
52.	The app behaves as designed/desired when the battery is low		
53.	The app behaves as designed/desired the battery is fully charged		
54.	The app behaves as designed/desired when multiple users are logged in at the same time		
55.	The app behaves as designed/desired when the user tries to enter multiple characters continuously		
56.	The app behaves as designed/desired when the user tries to click on multiple buttons/icons at the same time		
57.	The app behaves as designed/desired when the user is in a moving condition i.e. either in a vehicle or walking		
58.	The app behaves as designed/desired in the event of a system crash or when the app is stopped abruptly		
59.	The launch time of the app is as designed/desired		
60.	The app behaves as designed/desired if it is collapsed		
61.	The app behaves as designed/desired if it is expanded		
62.	The app limits or cleans the amount of cached data		
	Stress-testing		
63.	The app behaves as designed/desired if CPU is highly loaded		
64.	The app behaves as designed/desired in case of out of memory		
65.	The app behaves as designed/desired in case of low network bandwidth		
66.	The app can switch to different apps on the device through multitasking as designed/desired		
67.	The app behaves as designed/desired if the device is shaken		
	Compatibility testing		
68.	A geo displays relevant location		
69.	Various payment methods (Google Pay, Apple Pay) can be applied		
70.	The app behaves as designed/desired when using sensors (light, device		

	temperature, gyroscope, etc.)		
71.	The app connects correctly to the different social networks (Twitter, Facebook, etc)		
72.	The app does not interfere with other apps when in background/multitasking mode (using GPS, playing music, etc.)		
	Update testing		
73.	The app can be installed on the device using Wi-Fi		
74.	The app can be installed on the device using 3G		
75.	The app can be de-installed from the device		
76.	The app behaves as designed/desired after re-installation		
77.	The app can be found in the App store/Market Play? (to be checked after go-live)		
78.	The app can be updated using 3G		
79.	The app can be updated using Wi-Fi		
	UI/UX testing		
80.	The functionality of all the buttons or keys on the device are defined for this app		
81.	In case there's a true "home" button available on the device, the home button gets the user back to the home screen of the device		
82.	Most common gestures are available to control the app		
83.	The text on the app is visible and does not cut off from the side		
84.	The popups, and alert notification appear correctly and at the right time		
85.	Navigation through the menu is seamless and swipe functions are working as designed/desired		
86.	The page load duration: if the page takes a longer time to load, there is a progress bar that allows the user to get an idea about the delay		
87.	The company logo and image size are as designed/desired		
88.	There is no any lag in the content while the user scrolls up and down		
89.	If the screen has editing option without saving, there is the message with a popup to save the details before shifting to another screen		
90.	The data does not get deleted pushing the app to the background while carrying out other function on the phone		
	Usability testing		
91.	The design of the app is not dark so that users cannot read the content		
92.	Navigational elements: a user does not get lost in the app		
93.	Gestures in the app correspond to a standard meaning (example: swiping from top to bottom enables the notification		

	center)		
94.	It is possible for users to go back to a previous screen for instance by adding a back or cancel button		
95.	If there is a long list of data to scroll through, there is a search option above the list		
96.	In case of 'live' filtering of data while the user enters his search query, it works as designed/desired		
97.	The appearance of buttons that perform standard actions are not altered in the app (for instance: refresh, organize, trash, Reply, back, etc.)		
98.	Tapable elements have the right size and are suitable to big fingers		
99.	Buttons locate in the same place of the screen to avoid confusion		
100.	Buttons that have the same function have the same color		
101.	Contextual menus are not overloaded		
102.	Help info is easily available		
103.	Keyboard adjusts to expected input (for instance numbers/letters when expected)		
104.	Inactive buttons are clearly distinguished from active buttons		
Conformance testing			
App Store Review Guidelines (https://developer.apple.com/app-store/review/guidelines/)			
105.	The app does not include content that is offensive, insensitive, upsetting, intended to disgust, in exceptionally poor taste, or just plain creepy		
106.	The app with user-generated content or social networking services includes:		
	A method for filtering objectionable material from being posted to the app		
	A mechanism to report offensive content and timely responses to concerns		
	The ability to block abusive users from the service		
	Published contact information so users can easily reach the app's contact person		
107.	Kids Category apps:		
	There is no links out of the app, purchasing opportunities, or other distractions to kids unless reserved for a designated area behind a parental gate		
	The app may not send personally identifiable information or device information to third parties		Exceptions may apply
108.	Medical apps:		
	The app clearly discloses data and methodology to support accuracy claims relating to health measurements		
	App reminds users to check with a doctor in addition to using the app and before making medical decisions		
109.	Drug dosage calculators:		
	The app comes from the drug manufacturer, a hospital, university,		

	health insurance company, pharmacy or other approved entity, or receives approval by the FDA or one of its international counterparts		
	The app will be supported and updated over the long term		
110.	The app and its Support URL include an easy way to contact the app's contact person		
111.	The app implements appropriate security measures to ensure proper handling of user information collected pursuant to the Apple Developer Program License Agreement and the App Store Review Guidelines and prevent its unauthorized use, disclosure, or access by third parties		
112.	The app's functionality is clear		
113.	If the app includes in-app purchases, the app description, screenshots, and previews clearly indicate whether any featured items, levels, subscriptions, etc. require additional purchases		
114.	The app name is limited to 30 characters		
115.	Metadata such as app names, subtitles, screenshots, and previews do not include prices, terms, or descriptions that are not specific to the metadata type		
116.	The app clearly describes new features and product changes in their "What's New" text		Simple bug fixes, security updates, and performance improvements may rely on a generic description, but more significant changes must be listed in the notes
117.	The iPhone app runs on iPad		Whenever possible
118.	The app does not rapidly drain battery, generate excessive heat, or put unnecessary strain on device resources		
119.	The Apple TV app can be used without the need for hardware inputs beyond the Siri remote or third-party game controllers		If a game controller is required, that is clearly explained in app's metadata
120.	The app never suggests or requires a restart of the device or modifications to system settings unrelated to the core functionality of the app		
121.	The app requests explicit user consent and provides a clear visual and/or audible indication when recording, logging, or otherwise making a record of user activity		
122.	The app that enables users to view and select files includes items from the Files app and the user's iCloud documents.		
123.	The app does not contain empty ad banners or test advertisements		
124.	Display advertising is limited to your main app binary, and is not included in extensions, App Clips, widgets, notifications, keyboards, watchOS apps, etc.		
125.	Ads displayed in the app is appropriate for the app's age rating, allows the user to see all information used to target them for that ad (without requiring the user to		

	leave the app), and is not engaged in targeted or behavioral advertising based on sensitive user data such as health/medical data (e.g. from the HealthKit APIs), school and classroom data (e.g. from ClassKit), or from kids (e.g. from apps in the Kids Category), etc.		
126.	Interstitial ads or ads that interrupt or block the user experience clearly indicate that they are an ad, do not manipulate or trick users into tapping into them, and provide easily accessible and visible close/skip buttons large enough for people to easily dismiss the ad		
127.	The app that contains ads includes the ability for users to report any inappropriate or age-inappropriate ads		
128.	App subscriptions work on all of the user's devices where the app is available		
129.	The app works on its own without requiring installation of another app to function		
130.	If the app needs to download additional resources in order to function on initial launch, the size of the download is disclosed and users are prompted before doing so		
131.	The app that uses a third-party or social login service (such as Facebook Login, Google Sign-In, Sign in with Twitter, Sign In with LinkedIn, Login with Amazon, or WeChat Login) to set up or authenticate the user's primary account with the app also offers Sign in with Apple as an equivalent option		
132.	The app includes a link to its privacy policy in the App Store Connect metadata field and within the app in an easily accessible manner		
133.	The app that collects user or usage data secures user consent for the collection, even if such data is considered to be anonymous at the time of or immediately following collection. Paid functionality is not dependent on or requires a user to grant access to this data. The app also provides the customer with an easily accessible and understandable way to withdraw consent. The purpose strings clearly and completely describe use of the data		
134.	The app requests access to data relevant to the core functionality of the app and only collects and uses data that is required to accomplish the relevant task		
135.	If the app supports account creation, account deletion within the app is offered		
136.	If the core app functionality is not related to a specific social network (e.g. Facebook, WeChat, Weibo, Twitter, etc.), access without a login or via another mechanism is provided		
137.	The app includes a mechanism to revoke		

	social network credentials and disable data access between the app and social network from within the app		
138.	The app only includes content that you created or that you have a license to use		
Apple Human Interface Guidelines (https://developer.apple.com/design/human-interface-guidelines/)			
Accessibility			
139.	The app supports familiar, consistent interactions that make complex tasks simple and straightforward to perform		
140.	All app's content can be perceived whether people are using sight, hearing, or touch		
141.	The app supports personalization, i.e. when using standard components to implement app, interface, text and controls automatically adapt to several accessibility settings, such as Bold Text, Larger Text, Invert Colors, and Increase Contrast		
Interactions			
142.	The app supports gestures that target system features		
143.	The app supports alternative ways to perform gesture-based actions		
144.	App's core functionality is accessible through more than one type of physical interaction		When possible
145.	If custom gestures are defined, assistive technologies that give people alternative ways to interact with the app are supported		
146.	All controls and interactive elements have a hit target that's large enough		
147.	A consistent style hierarchy is used to communicate the relative importance of buttons		
148.	The system-provided switch component is preferred		
149.	A visual indicator in addition to color, such as an underline, is given to links		
150.	Input information by speaking instead of typing or gesturing is available		
151.	Siri or Shortcuts for performing important tasks by voice alone are supported		
152.	Selecting plain text is allowed		When possible
153.	The system-defined haptics are supported		Where available
VoiceOver			
154.	Alternative descriptions are provided for all images that convey meaning		
155.	Infographics are fully accessible. A concise description of the infographic that explains what it conveys is provided		
156.	Images that are purely decorative and aren't intended to communicate anything important, are hidden from assistive technologies		
157.	Each page is given an unique title and is provides headings that identify sections in app's information hierarchy		
158.	Closed captions, audio descriptions, and		

	transcripts are provided for audio and video content		
159.	VoiceOver users are able to navigate to every element		
160.	The VoiceOver rotor is supported		When necessary
161.	The keyboard can be used to navigate and interact with all components of the app		
Text display			
162.	App's layout is adapted to all font sizes		
163.	As font size increases, text truncation is kept to a minimum		
164.	Layout is adjusted at large font sizes		
165.	The size of meaningful interface icons is increased as font size increases		
166.	A consistent information hierarchy is maintained regardless of the current font size		
167.	Regular or heavy font weights is used in the app		Regular, Medium, Semibold, or Bold font weights are preferred, because they are easier to see. Ultralight, Thin, and Light font weights, which can be more difficult to see, are avoided
168.	The app responds correctly and looks good when bold text is turned on		
169.	Custom fonts are legible		
170.	Full text justification is avoided		
171.	Using italics or all caps for long passages of text is avoided		
Color and effects			
172.	If color to convey information is used, text labels or glyph shapes are provided to help everyone perceive it		
173.	Using color combinations as the only way to distinguish between two states or values are avoided		
174.	Views respond correctly to Invert Colors		
175.	The app's colors work well in both light and dark modes		
Motion			
176.	Tightened animations are played when Reduce Motion is on		
177.	Autoplaying video or effects without also providing a button or other way to control them is avoided		
178.	Using movement and blinking as the only way to convey information is avoided		
App icons			
179.	If the app or game runs on more than one platform, similar images and color palettes are used in all icons while rendering them in the style that's appropriate for each platform		
180.	The app icon is optimized for the specific sizes the system displays in places like Spotlight search results, Settings, and notifications		If applicable
Color			
181.	The app's colors work well in both light and dark modes		
Google Play Core app quality			

(https://developer.android.com/docs/quality-guidelines/core-app-quality)			
Visual experience			
182.	The app supports standard Back button navigation and does not make use of any custom, on-screen "Back button" prompts		
183.	The app supports gesture navigation for going back / going to the home screen		
184.	The app correctly preserves and restores user or app state		
185.	The app preserves user or app state when leaving the foreground and prevents accidental data loss due to back-navigation and other state changes		
186.	Notifications are not used for cross-promotion or advertising another product		
187.	The app supports landscape and portrait orientations and folded and unfolded device states		
188.	App fills the app window in both orientations and is not letterboxed because of configuration changes, including device folding and unfolding		
189.	The app correctly handles rapid transitions between display orientations and device folding and unfolding without display rendering problems and without losing state		
190.	The app displays graphics, text, images, and other UI elements without noticeable distortion, blurring, or pixelation		
191.	The app displays text and text blocks in an acceptable manner for each of the app's supported languages:		
	Composition is acceptable in all supported form factors		
	No cut-off letters or words are visible		
	No improper word wraps within buttons or icons are visible		
	There is sufficient spacing between text and surrounding elements		
192.	The app's content, and all web contents referred to by the app, support dark theme		
193.	Touch targets are at least 48dp in size		
194.	The app's text and foreground content should maintain a high enough color contrast ratio with its background: • 3.0:1 for large text / graphics • 4.5:1 for small text (text smaller than 18pt, or if the text is bold and smaller than 14pt)		
Performance and stability			
195.	The app does not crash or block the UI thread causing ANR (Android Not Responding") errors		
196.	The app loads quickly or provides onscreen feedback to the user (a progress indicator or similar cue) if the app takes longer than two seconds to load		
197.	The app runs on the latest public version		

	of the Android platform without crashing or severely impacting core functionality		
198.	The app properly supports the power management features that were introduced in Android 6.0 (Doze and App Standby)		
Privacy and security			
199.	The app requests only the absolute minimum number of permissions that it needs to support its use case at hand		
200.	The app requests permission to access sensitive data (such as SMS, Call Log, or Location) or services that cost money (such as Dialer or SMS) only when directly related to the core use cases of the apps. Implications related to these permissions should be prominently disclosed to the user		
201.	The app requests runtime permissions in context, when the functionality is requested, rather than upfront during app startup		
202.	The app clearly conveys why certain permissions are needed or follow the recommended flow to explain why it needs a permission		
203.	The app should gracefully degrade when users deny or revoke a permission. The app should not prevent the user from accessing the app altogether		
204.	All sensitive data is stored in the app's internal storage		
205.	No personal or sensitive user data is logged to the system log or an app-specific log		
206.	The app does not use any non-resettable hardware IDs, such as the IMEI, for identification purposes		
207.	The app provides hints to autofill account credentials and other sensitive information, such as credit card info, physical address, and phone number		
208.	The app supports biometric authentication to protect financial transactions or sensitive information, such as important user documents		
209.	The app listing includes a high-quality feature graphic		
210.	The feature graphic does not contain device images, screenshots, or small text that will be illegible when scaled down and displayed on the smallest screen size that your app is targeting		
211.	The feature graphic does not resemble an advertisement		
212.	The app's screenshots and videos do not show or reference non-Android devices		
213.	The app's screenshots or videos do not represent the content and experience of your app in a misleading way		
Accessibility			
214.	The app's content is as legible as possible		

	(color contrast and text sizing to be checked, components are visually comprehensible and easy to discern from each other)		
215.	Font size is specified in scalable pixels (sp) and can be adjusted by users		
216.	The body size is not smaller than 12 sp		
217.	The contrast between background and text is at least 4.5:1		
218.	A 3:1 ratio between surfaces and non-text elements is used		
219.	More than one visual affordance is used for actions like links		
220.	UI elements are described in app's code		Required for TalkBack purposes
221.	Additional textual description of icons and images are provided		
222.	Decorative item descriptions are set to null		
223.	UI granularity is considered and UI elements are grouped to allow skipping between blocks of actions and content		
224.	The app supports the Voice Access		
225.	The app supports the Switch Access		
	Android app Material Design (https://m3.material.io)		
226.	App's elements are clearly visible		
227.	App elements' contrast and size are sufficient		
228.	App elements' hierarchy of importance is clear		
229.	Key information is discernable at a glance		
230.	Important actions are placed at the top or bottom of the screen		
231.	Related items of a similar hierarchy are placed next to each other		